WORK BALANCE AGREEMENT:
- ❖ Producing deliverable
- ❖ Testing/reviewing deliverable
- ❖ Dates by which test, deliverable, or review

Submittables:
- ☐ Class diagrams
- ☐ Interaction Diagrams
- ☐ Design Rationale

Work Breakdown Structure:

REQUIREMENT:	OVERVIEW:	PERCENT:	PERSON:
Requirement 1	Player and Estus Flask	8 (ALL)	Nic
Requirement 2	Bonfire	4 (player, flask, enemies, weapons, skills)	Nic
Requirement 3	Souls	3 (player, enemies, vendor)	Ting
Requirement 4	Enemies	8 (player, souls, skills, weapons, terrain, shrine)	Ting
Requirement 5	Terrains	3 (player, enemies)	Ting
Requirement 6	Death (dying in game)	8 (ALL)	Isha
Requirement 7	Weapons	4 (player, skills, enemies, vendor))	Isha
Requirement 8	Vendor	4 (player, souls, weapons, shrine)	Nic

Nic: I accept this WBA.

Isha: I accept this WBA.

Ting: I accept this WBA.